

DELTA TOWNSHIP PARKS & RECREATION
ADULT SLOW PITCH SOFTBALL LEAGUE
BY LAWS

1. **Starting The Game – GAME TIME IS FORFEIT TIME** - A team must have the minimum of 6 players to start. A team must maintain a minimum of six 6 players throughout the game. Failure to complete the game with at least 6 players will result in a forfeit.
 - a. Maximum number of players is 10 (unless following “extra player” rule)
 - b. **Coed** – There **MUST** be 3 male & 3 female players present to start the game. When playing with 10 players, the ratio of male/female players in the game must be on a 1 to 1 basis (5 male & 5 female players). To utilize the “extra player” rule, there **MUST** be 6 male & 6 female players present at the start of the game.
2. **Game Length – A “complete” game is 3 ½ - 4 innings or 1 hour and 10 minutes.** No new inning shall start after the 1 hour and 10 minute mark has been reached. The “game clock” starts after the pregame conference between the managers and umpires or the first warm-up pitch is thrown (whichever comes first). Games called due to time limit shall constitute a complete game regardless of the number of innings played.
3. **Tie Game / Extra Innings** – If the score is tied after the home team has batted and the 1 hour, 10 min mark has passed, the game will result in a tie. If 7 innings have been completed and the score is tied; as long as the game time has not reached the 1 hour 10 minute mark, extra innings will be played until a winner is determined, or, the 1 hour 10 minute mark has been reached.
4. **Batting**
 - a. The “extra player” rule allows teams to play 10 players in the field and have 11 players bat in the lineup. This is **ONLY** allowed if there are 11 players present at the start of the game.
 - b. The “extra player” rule allows **Coed** teams to play 10 players (5 male / 5 female) in the field and have 12 players (6 male / 6 female) bat in the lineup. This is **ONLY** allowed if there are 12 players (6 male / 6 female) present at the start of the game.
 - c. **Coed** – Any walk to a male batter will result in a two base award. The next batter (a female) will bat. **EXCEPTION:** With 2 outs, the female batter has the option to take an automatic walk, or bat.
 - d. **Home Run Limit – home runs DO NOT have to be run out (“hit & sit”)**
 - i. *6 home run limit per game.* Any ball hit over the fence after 6 home runs have been reached will be called an “out”.
 - e. **Ball and Strike Count** – Batter starts the at bat with a 1 ball / 1 strike count. Batters will be allowed 1 grace foul ball with 2 strikes.
5. **Fielding (Coed Only)** – The fielding team must balance their pitcher/catcher, infield and outfield evenly with male & female players.
 - a. **6 Players** – pitcher & catcher of opposite sex, 2 infielders (1 male / 1 female), 2 outfielders (1 male / 1 female)
 - b. **10 Players** – pitcher & catcher of opposite sex, 4 infielders (2 male / 2 female), 4 outfielders (2 male / 2 female)

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Additional players beyond 6 must be added as they arrive. A team can play with an “un-balanced” number of male & female players. Anytime there is an odd number of players or the balance of male/female is not equal there will be an out or outs in the batting order. *The batting order must alternate!*

Example of “un-balanced” fielding positions / batting orders:

c. 7 Players (4 male / 3 female)

Fielding: pitcher catcher – M/F, infield – 1-2 M / 1 F, outfield – 1-2 M / 1 F

Batting: 1-male, 2-female, 3-male, 4-female, 5-male, 6-female, 7-male, 8-out

d. 7 Players (4 female / 3 male)

Fielding: pitcher catcher – M/F, infield – 1-2 F / 1 M, outfield – 1-2 F / 1 M

Batting: 1-female, 2-male, 3-female, 4-male, 5-female, 6-male, 7-female, 8-out

e. 8 Players (5 male / 3 female)

Fielding: pitcher catcher – M/F, infield – 2 M / 1 F, outfield – 2 M / 1 F

Batting: 1-male, 2-female, 3-male, 4-female, 5-male, 6-female, 7-male, 8-out, 9-male, 10-out

f. 8 Players (5 female / 3 male)

Fielding: pitcher catcher – M/F, infield – 2 F / 1 M, outfield – 2 F / 1 M

Batting: 1-female, 2-male, 3-female, 4-male, 5-female, 6-male, 7-female, 8-out, 9-female, 10-out

g. 9 Players (5 male / 4 female)

Fielding: pitcher catcher – M/F, infield – 2 M / 2 F, outfield – 2 M / 1 F

Batting: 1-male, 2-female, 3-male, 4-female, 5-male, 6-female, 7-male, 8-female, 9-male, 10-out

h. 9 Players (5 female / 4 male)

Fielding: pitcher catcher – M/F, infield – 2 F / 2 M, outfield – 2 F / 1 M

Batting: 1-female, 2-male, 3-female, 4-male, 5-female, 6-male, 7-female, 8-male, 9-female, 10-out

- 6. Pitching** – Pitchers may pitch from up to 6 feet behind the pitching rubber as long as they remain within the width of the pitching rubber. Pitching arc needs to reach a height between 6 feet – 10 feet. Anything below 6 feet or above 10 feet will be called “illegal” (automatic ball if the batter chooses not to swing)

- 7. Player Removal** - If a player is removed from the batting order for any reason (*not including the Delta Blood Rule*), and the batting position is unable to be filled by a legal substitute, the vacant position shall be an automatic “out” each time that batting position is scheduled to bat. If a player is removed from a base or the plate for any reason (injury, ejection, etc.), and is unable to be replaced by a legal substitute, an immediate “out” will be declared in all cases.

- a. Coed** – If a player is removed from the game, they must be replaced by a substitute of the same sex. (male for male / female for female)

Delta Blood Rule: See “Handling Body Fluids During a Contest” (last page)

- 8. Substitution** – Managers / acting managers must report ALL substitutions to the umpire & scorekeeper.

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- 9. Courtesy Runner** – *Each inning, a team may use 1 courtesy runner.* Any eligible player on the official line-up, including available substitutes, may be used as a courtesy runner. If a courtesy runner is used and that player's turn to bat comes up while they are still acting as the courtesy runner; then that player's turn in the batting order will be an "automatic out".
- a. Coed** – Each inning, a team may use 1 courtesy runner for a male and 1 courtesy runner for a female.

10. Stealing – Allowed in Men's & Women's Leagues. *No stealing in Coed.*

11. Run Ahead Rule – In correspondence with ASA rules, a game will be called if a team is ahead by: 20 runs after 3 innings, 15 runs after 4 innings and 10 runs after 5 innings.

12. Ejections – When ejections for unsportsmanlike conduct occurs, the ejected player **MUST** leave the area and be out of sight and out of sound of the playing field. Once a player has been ejected that player is still the responsibility of the manager or his/her designee. Ejections will be reported to and then evaluated by the League Director. *The severity of the ejection may result in additional suspension.*

- a.** When a player is ejected from a game:
- i.** The player may not return for the remainder of the game in which they were ejected.
 - ii.** The player must sit out the next "scheduled" league game.

EXAMPLES:

Doubleheader League – 1) If a player is ejected during the first game of the night (week 1), that player must not be present during the second game of the night. The player would be allowed to return for the first game on the following week of play (week 2). **2)** If a player is ejected during the second game of the night (week 1), that player must not be present during the first game of the following week of play (week 2). The player would be allowed to return for the second game of the following week of play (week 2).

Single Game League – If a player is ejected from a game (week 1) they must not be present during the following weeks game (week 2). The player would be allowed to return the week following the suspension (week 3).

13. Protests – Must be filed in writing with the Delta Township Parks and Recreation Office by 5:00 pm the next business day and must be accompanied by a \$20 protest fee. It is the protesting team's responsibility to site the rule(s) violated. If the protest is upheld, the fee will be refunded. All protests must be in accordance with the current ASA Rule Book. The League Director shall act upon all protests. If a player's eligibility is protested at the site, the player in question will be required to show ID. If no ID is available the player must give the following information on the back of the score sheet or a separate piece of paper: name, address, home phone, birth date, and signature. Failure to produce ID or give the above information will result in immediate forfeit of the game.

14. Cleats - Steal cleats ARE allowed in Men's and Women's Leagues. Steal cleats ARE NOT allowed in Coed Leagues.

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15. Player Eligibility

- a. All players must be registered prior to playing any league games. Player cards and payments can be made at the Parks and Recreation Office or online.
- b. All players must be at least 16 years of age to play.
- c. Men's Leagues are for male players only.
- d. Women's Leagues are for female players only.
- e. Coed Leagues are for male and female players.
- f. If a transgender player is participating in a league, the player must follow ASA Rules: (gender determined by players driver's license)

16. Penalties for using Improper Bats

- a. **Illegal Bats** (baseball bats, little league bat, golf club, etc.) Penalized per ASA rule book; batter is out.
- b. **Non-Approved Bats** (any bat that does not meet ASA specifications **or** does not have an ASA approved stamp **or** is on the current Non-Approved bat list) Batter is out and ejected per ASA Rule Book.
- c. **Altered Bats** - (shaving, painting, rolling, etc.) Batter is out and ejected for every offense
 - i. **1st Offense:** 2 game suspension
 - ii. **2nd Offense:** Player is suspended for the remainder of the season
 - iii. **3rd Offense:** Player is suspended 1 calendar year from the date of the offense.
- d. Prior to each game, the umpire(s) will exam the bats for each team. Each bat needs to have:
 - i. D-11, 2016 hologram bat testing sticker
 - ii. "legible" ASA approved 2000 certification mark, ASA 2004 certification mark, or the ASA 2013 certification mark

If the umpire does not see the hologram sticker AND a certification mark, the umpire will declare that bat as ineligible. The umpire may also declare a bat ineligible if they see any alterations to the bat or inspect anything they consider to be unsafe. If a player is caught using an ineligible bat, the umpire is allowed to eject that player from the game.

17. Delta Township Field Rules

- a. **Alcohol** – No alcohol is allowed on the field or in the dugouts during game time. If a player is caught drinking alcohol during their team's game time, that player will be subject to ejection. All teams need to fill out an alcohol permit at the Delta Township Parks and Recreation Office in order to drink in the park.
- b. **Smoking** – Delta Township Parks are smoke-free. No smoking is allowed in the park.
- c. **Language** – Foul language is not allowed (cursing, derogatory terms, and abusive comments). If an umpire hears a player (on the field, in the dugout, or in the stands) using foul language; that player will be ejected. If there is a spectator using foul language, the associated team's manager may be subject to ejection. It is the team manager's responsibility to keep their players & spectators language under control.

18. Umpire Payment System: *All payments must be paid in CASH*

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- a. **2 Umpire System** - \$36 – Men – Each team pays \$18 per game
- b. **1 Umpire System** - \$26 – Coed & Women – Each team pays \$13 per game
 - i. Games will not start until umpires are paid.

19. Line Up Cards – Used to list team's official batting order. Cards will be provided and should be used for all league games. First and last names must be on the line-up cards. Line up cards are given to umpires & scorekeepers.

20. Forfeits – Any team forfeiting 2 weeks of games in a row, or, 3 weeks of games during the season, may be expelled from the league for the remainder of the season. A team may give the Parks and Recreation Department prior notice of their forfeit which may prevent expulsion. Notices must be given by 4:00pm the day of the game. If a team gives advanced notice of the forfeit, that team will not be required to pay the forfeit fee (gives Delta Township time to notify umpires and the other team).

- a. **Fees**
 - i. Men (including 35+) Doubleheaders - \$90 (\$45 for a single game)
 - ii. Women Doubleheaders - \$75 (\$40 for a single game)
 - iii. Coed Single Games - \$40
 - iv. Coed Doubleheaders - \$75 (\$40 for a single game)

Teams that forfeit are responsible to pay the forfeit fee by Noon the day of their next scheduled game. Failure to do so will result in a forfeit for the next scheduled game. Example: If a men's team plays on Tuesday night (doubleheader) and forfeits both games; they have to pay the \$90 forfeit fee by noon the following Tuesday. Umpires will not take any money from either team if a forfeit occurs. The Parks and Recreation office will pay the umpires through the use of the teams forfeit fee.

21. End of Season Tournament - After completing the 10 week regular season, the top teams will be seeded based on the regular season standings and compete in a single elimination playoff tournament. The number of teams in the playoffs will vary depending on the size of each league.

- a. If there is a tie for 1st place after the 10 week regular season, the following scenarios will take place to determine 1st place:
 - i. Head to head record (head to head *percentage* if 2+ teams are tied)
 - ii. Run differential (runs scored – runs allowed) for regular season
 - iii. Coin flip
- b. If a game (not considered a complete regulation game) is called (weather/darkness/etc.) before 3 ½ - 4 are complete, during the playoff tournament; the game will be rescheduled and will resume play at the exact point where the game was called.

22. Awards – Regular Season (10 weeks): 1st place - Plaque & Team Shirts,
2nd place - Plaque

Single Elimination Playoff Tournament: 1st place – Plaque

23. Move Up / Move Down Rule – The Delta Township Parks and Recreation Department will review past performances of every team that registers to play in a recreational league. Upon review, Delta Township has the authority to move a team into a higher or lower caliber league in order to improve

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the quality of play of that league. Delta Township may also combine leagues together or eliminate leagues depending on the total amount of participants.

- 24. Inclement Weather (517-323-8555)** – Delta Township Parks and Recreation will update their cancellation line by 4:30p.m. if that day's events are cancelled for the evening. If inclement weather occurs, after 4:30p.m. the decision will be made by the umpires at the field. If 1 game is canceled on a diamond, then all subsequent games on that diamond are canceled for the night. If it rains during the game, the umpire(s) shall suspend play for a minimum of 15 minutes before deciding if the field is playable. 3 ½ - 4 innings shall constitute a complete game. If a game is suspended due to thunder or lightning, there must be a period of 15 minutes with no thunder or lightning present before resuming play. Regular league games that are stopped (due to weather, darkness, etc.) before enough innings have been completed for the game to be considered regulation, shall be rescheduled and played from the beginning.